

## MeshInterface

- + MeshInterface()
- + ~MeshInterface()
- + GetNbTriangles()
- + GetNbVertices()
- + SetNbTriangles()
- + SetNbVertices()
- + SetPointers()
- + GetTris()
- + GetVerts()
- + GetTriangle()
- + RemapClient()
- + IsValid()
- + CheckTopology()